

I We take turns playing. In turn, pick a card and read it aloud.	2 Milesvale. The world is in ruins. The forest invades everything. Forgetting is eating away at you.	3 Hold transforms beings and things. Egregore gives substance to your fears. Horlas are lurking near you.	4 You're crossing the forest and a person guides you: Oriente. Right now they are the right person for the job.
5 You can choose a Portrait card as inspiration, but this is optional. You can use others Portraits either for your character or other extras appearing in the story.	6 Put the card indicating "You are at a decisive crossroads. Do you continue to follow Oriente?" aside.	7 Shuffle the Question cards and place them face down in the center of the table.	8 Place the card "You are at a decisive crossroads. Do you continue to follow Oriente?" in the first third of the pile for a 30-minute game, in the middle for a 45-minute game, at the end for a game of an hour and a half or more.
9 When the Instruction cards are finished, you continue in turn with the Question cards. Read each card aloud and answer the question asked.	10 The other players can ask you questions or make suggestions. But they cannot answer for you and it is up to you to decide whether or not to take them into account.	11 Place the Oblivion card where everyone can easily take it. If there is a card, or an answer, that you do not want to include in the story, tap the Oblivion card. This content is removed from the game.	12 If your card is removed from the game like this, draw a new one. You can use the Oblivion Card on your own card.
13 You can go through now. Give your card to the next person and say: "I would like to hear your answer to this question".	14 A Question card can thus be passed from hand to hand until it is cancelled by the Oblivion card.	15 Continue to answer, pass or use the Oblivion card until the card "You are at a decisive crossroads. Do you continue to follow Oriente?" is drawn.	16 Each person answers the question "Do you continue to follow Oriente?" in turn. Then the game is over.



17 The person who wishes to do so can draw the first Question card.	18 Text by Thomas Munier, public domain English translation by www.DeepL.com/translator, Matthieu B. & Côme Martin, cc-o mechanics descended by <i>For the Queen</i>, by Alex Roberts, cc-by picture credits : ArimanMagazine, thomas hawk, Eric Heupel, Karsten Thomsen 1, jellybeanz, cc-by-nc, Olga Filonenko, cc-by-sa & Antoine Pierre Nobilet, as a courtesy	OBLIVION	You are at a decisive crossroads. × Do you continue to follow Oriente?
Why do you find on your way direction markings similar to those used by Oriente?	What did you do in the pit you found in the middle of the forest?	How is Oriente a moral compass for you?	What beast follows you everywhere?
Who did Oriente have to torture? Why did you help them?	Which beast seems more worthy of love to you than Oriente?	Oriente refuses to let a person accompany you. Who and why?	Do you have a good memory of your intimate relationship with Oriente?
Are you the one responsible for getting lost?	What did you promise Oriente and why will it be difficult?	Why would you trust Oriente when they are not a professional?	What happened when Oriente offered you a shortcut through the limbic forests, the realm of the dead, memories and dreams?

You come upon Oriente talking to a raven. Is it an ordinary raven? What does that mean?	What was your common past?	When was the last time you disobeyed Oriente?	Why do you think Oriente is irreplaceable and why is that a problem for you?
What did Oriente tell you before they forgot about it? What did you give them in return?	Between you and Oriente, who saved the other's life?	What did you find in these ruins that Oriente made you explore?	You or Oriente, who comes closest to a horla?
What artifact did Oriente take from you?	What makes Oriente seem incompetent at first sight and why do you go beyond appearances?	Do you remember your destination?	Do you remember where you started?
Do you remember the reason for the trip?	Is there anything in this forest that makes you think we're close to the goal?	Against which danger can nothing be done by Oriente? Could you help them?	Who showed you the way before Oriente?



What is the truth that Oriente hides from you? And on your part?	What ploy do you use to remember the path you took?	What has changed since the beginning of your journey?	What legend is Oriente telling in the evening? Does it take shape?
What's after you?	Oriente knows the putrid language. What do you conclude from this?	You stole a memory of Oriente. Which one?	Oriente suggested that you send a naïve person to hunt an imaginary game. Did you accept?
You hear them running, they'll be here soon! What will Oriente do?	What happened when you gave Oriente the slip?	What belief has Oriente put in your mind?	What happened when Oriente abandoned you?
What is Oriente doing in your nightmares?	What is your connection to Oriente beyond this simple journey?	Who suggested you replace Oriente?	For whom is it worse than it is for you?



What is your biggest fear?	Do you respect yourself Oriente more as a geographical guide or as a spiritual guide?	What did Oriente say or do that you thought was a praise of wandering?	Which of your needs Oriente has ignored?
Which of your previous answers is a false memory?	Do you feel the call of the forest?	What is Oriente's strong point and what do you think is their weakness?	What are you trying to forget about your journey together?
In front of what being or things did you see Oriente retreat?	How does Oriente take care of the camp?	What are you doing while Oriente is on guard?	Who died during the trip?
To which unnatural event does Oriente avoid giving you an explanation?	Why is Oriente vulnerable only with you?	Do you still have any reason to hope?	Why are you postponing your project to do without Oriente's services?



You asked Oriente for someone to follow you and Oriente agreed. Why?	What in Oriente makes you shiver?	Which of you or Oriente has lost their humanity the most?	What would make you give up your destination?
Which of the previous questions did you forget?	What is crumbling in your convoy?	You detected the traces of a group of humans but Oriente advised you not to approach them. Why?	Is Oriente offering to guide you or did you ask them?
What was your behaviour with Oriente during this feast that you celebrated in the forest?	What is the worst thing you had to do with Oriente to survive in the forest?	What makes you think Oriente is all about their face?	Why shouldn't Oriente have cut down that tree?
What are you itching to do? How does this relate to Oriente?	Which haunted place should you never have passed through?	Who acts under the influence of a horla?	How are things getting really strange with Oriente in this forest?





